

## **EXHIBIT A**

### **On Pixel Format Enumeration**

A print-out from <http://msdn2.microsoft.com/en-us/library/system.drawing.imaging.pixelformat.aspx>



## PixelFormat Enumeration

Specifies the format of the color data for each pixel in the image.

**Namespace:** System.Drawing.Imaging

**Assembly:** System.Drawing (in system.drawing.dll)

### Syntax

Visual Basic (Declaration)

```
Public Enumeration PixelFormat
```

Visual Basic (Usage)

```
Dim instance As PixelFormat
```

C#

```
public enum PixelFormat
```

C++

```
public enum class PixelFormat
```

J#


```
public enum PixelFormat
```

JScript

```
public enum PixelFormat
```

### Members

	Member name	Description
	<b>Alpha</b>	The pixel data contains alpha values that are not premultiplied.
	<b>Canonical</b>	The default pixel format of 32 bits per pixel. The format specifies 24-bit color depth and an 8-bit alpha channel.
	<b>DontCare</b>	No pixel format is specified.
	<b>Extended</b>	Reserved.
	<b>Format16bppArgb1555</b>	The pixel format is 16 bits per pixel. The color information specifies 32,768 shades of color, of which 5 bits are red, 5 bits are green, 5 bits are blue, and 1 bit is alpha.
	<b>Format16bppGrayScale</b>	The pixel format is 16 bits per pixel. The color information specifies 65536 shades of gray.
	<b>Format16bppRgb555</b>	Specifies that the format is 16 bits per pixel; 5 bits each are used for the red, green, and blue components. The remaining bit is not used.
	<b>Format16bppRgb565</b>	Specifies that the format is 16 bits per pixel; 5 bits are used for the red component, 6 bits are used for the green component, and 5 bits are used for the blue component.
	<b>Format1bppIndexed</b>	Specifies that the pixel format is 1 bit per pixel and that it uses indexed color. The color table therefore has two colors in it.
	<b>Format24bppRgb</b>	Specifies that the format is 24 bits per pixel; 8 bits each are used for the red, green, and blue components.

	<b>Format32bppArgb</b>	Specifies that the format is 32 bits per pixel; 8 bits each are used for the alpha, red, green, and blue components.
	<b>Format32bppPArgb</b>	Specifies that the format is 32 bits per pixel; 8 bits each are used for the alpha, red, green, and blue components. The red, green, and blue components are premultiplied according to the alpha component.
	<b>Format32bppRgb</b>	Specifies that the format is 32 bits per pixel; 8 bits each are used for the red, green, and blue components. The remaining 8 bits are not used.
	<b>Format48bppRgb</b>	Specifies that the format is 48 bits per pixel; 16 bits each are used for the red, green, and blue components.
	<b>Format4bppIndexed</b>	Specifies that the format is 4 bits per pixel, indexed.
	<b>Format64bppArgb</b>	Specifies that the format is 64 bits per pixel; 16 bits each are used for the alpha, red, green, and blue components.
	<b>Format64bppPArgb</b>	Specifies that the format is 64 bits per pixel; 16 bits each are used for the alpha, red, green, and blue components. The red, green, and blue components are premultiplied according to the alpha component.
	<b>Format8bppIndexed</b>	Specifies that the format is 8 bits per pixel, indexed. The color table therefore has 256 colors in it.
	<b>Gdi</b>	The pixel data contains GDI colors.
	<b>Indexed</b>	The pixel data contains color-indexed values, which means the values are an index to colors in the system color table, as opposed to individual color values.
	<b>Max</b>	The maximum value for this enumeration.
	<b>PAAlpha</b>	The pixel format contains premultiplied alpha values.
	<b>Undefined</b>	The pixel format is undefined.

#### Remarks

The pixel format defines the number of bits of memory associated with one pixel of data. The format also defines the order of the color components within a single pixel of data.

PixelFormat48bppRGB, PixelFormat64bppARGB, and PixelFormat64bppPArgb use 16 bits per color component (channel). GDI+ version 1.0 and 1.1 can read 16-bits-per-channel images, but such images are converted to an 8-bits-per-channel format for processing, displaying, and saving. Each 16-bit color channel can hold a value in the range 0 through  $2^{13}$ .

#### Platforms

Windows 98, Windows Server 2000 SP4, Windows CE, Windows Millennium Edition, Windows Mobile for Pocket PC, Windows Mobile for Smartphone, Windows Server 2003, Windows XP Media Center Edition, Windows XP Professional x64 Edition, Windows XP SP2, Windows XP Starter Edition

The Microsoft .NET Framework 3.0 is supported on Windows Vista, Microsoft Windows XP SP2, and Windows Server 2003 SP1.

#### Version Information

##### **.NET Framework**

Supported in: 3.0, 2.0, 1.1, 1.0

##### **.NET Compact Framework**

Supported in: 2.0

#### See Also

##### **Reference**

[System.Drawing.Imaging Namespace](http://msdn2.microsoft.com/en-us/library/system.drawing.imaging.aspx) [ <http://msdn2.microsoft.com/en-us/library/system.drawing.imaging.aspx> ]

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